

# THE *Shadow*

DYNAMITE 19



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# THE Shadow

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SEE THE BACK INSIDE COVER FOR ALL VARIANT COVERS

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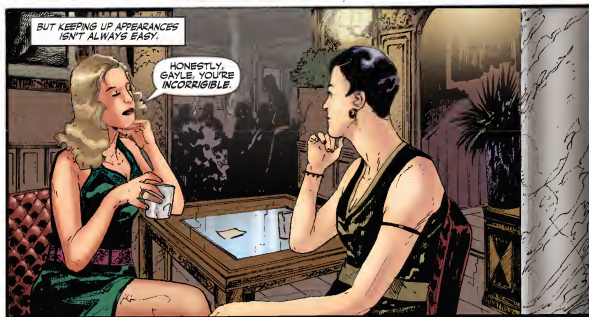
I'VE COME A LONG WAY SINCE MY DAYS AS A DEBUTANTE IN BOSTON.

LONGER THAN MOST PEOPLE CAN EVEN IMAGINE.



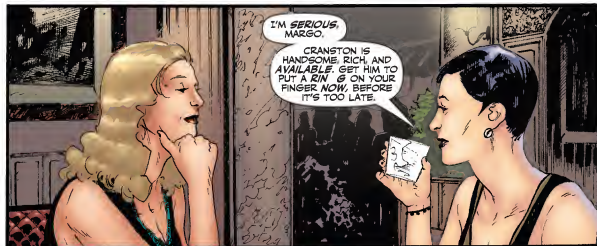
BUT EVEN THOUGH I'M NOT THE GIRL I USED TO BE, IN MORE WAYS THAN ONE, IT SUITS ME TO LET THEM THINK THAT I AM.

IN MY WORK, IT HELPS TO BE ABLE TO MOVE AND MINGLE IN HIGH SOCIETY, PLAYING THE PART OF THE CAREFREE GADABOUT.




BUT KEEPING UP APPEARANCES ISN'T ALWAYS EASY.

HONESTLY, GAYLE, YOU'RE INCORRIGIBLE.



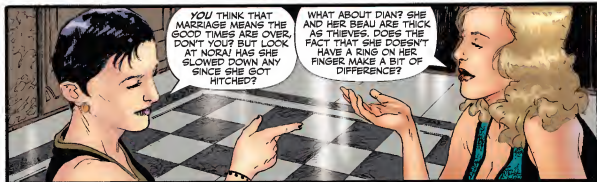
I'M SERIOUS,  
MARGO.

CRANSTONS IS  
HANDSOME, RICH, AND  
AVAILABLE. GET HIM TO  
PUT A RIN  ON YOUR  
FINGER NOW, BEFORE  
IT'S TOO LATE.



I'VE KNOWN GAYLE SINCE OUR  
FLAPPER DAYS. I WOULDN'T SAY  
THAT WE'RE ALL THAT CLOSE,  
BUT WE MEET FROM TIME TO  
TIME FOR DRINKS.

WHO SAYS  
A GAL HAS TO  
GET MARRIED,  
ANYWAY?



YOU THINK THAT  
MARRIAGE MEANS THE  
GOOD TIMES ARE OVER,  
DON'T YOU? BUT LOOK  
AT NORA! HAS SHE  
SLOWED DOWN ANY  
SINCE SHE GOT  
HITCHED?

WHAT ABOUT DIAN? SHE  
AND HER BEAU ARE THICK  
AS THIEVES. DOES THE  
FACT THAT SHE DOESN'T  
HAVE A RING ON HER  
FINGER MAKE A BIT OF  
DIFFERENCE?



IT'S ALL A  
MOOT POINT THOUGH,  
SISTER. I THINK LAMONT'S  
THE BEE'S KNEES, BUT  
HE'S NOT EXACTLY THE  
MARRYING KIND.

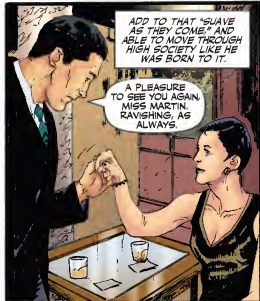
AM I TEMPTED TO TELL  
GAYLE WHAT KIND OF MAN  
HE REALLY IS?



NOT REALLY.  
SHE WOULDN'T  
UNDERSTAND, EVEN  
IF I TRIED.

SORRY  
TO INTERRUPT,  
LADIES.







HAHAHAHAHA

I'LL TALK!  
I'LL TALK!  
JUST DON'T  
DROP ME!

JEWEL REPAIR WHILE YOU WAIT  
**WE BUY GOLD**  
& DIAMONDS WE PAY HIGHEST

"LAMONT CRANSTON" IS JUST A MASK, A FACADE THAT HIDES THE REAL MAN BENEATH.

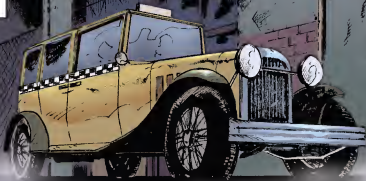
THERE IS A REAL LAMONT CRANSTON, OF COURSE, BUT HE HASN'T BEEN BACK TO THE CITY IN AGES, AND HE KNOWS THAT SOMEONE ELSE IS USING HIS NAME.

THIS IS MAN BENEATH THE MASK, THE SHADOW OF JUSTICE, PERSONIFIED, THE VIBRO AVENGER OF THE NIGHT.

I STILL FIND HIM TERRIFYING, EVEN AFTER ALL THIS TIME, TERRIFYING, BUT IRRESISTIBLY COMPELLING.

OF COURSE, THE WORK I DO DOESN'T ALWAYS INVOLVE FANCY PARTIES, COCKTAILS, AND SOCIAL NICETIES.

THERE'S ALSO A FAIR AMOUNT OF SITTING AROUND AND WAITING.



MOE SHREVINTZ, OTHERWISE KNOWN AS "SHREVVY," IS A CAB DRIVER WHO KNOWS THIS TOWN LIKE THE BACK OF HIS HAND.

THE SHADOW HELPED HIM OUT OF A JAM ONCE UPON A TIME, AND LIKE SO MANY OTHERS REPAID THE FAVOR BY BECOMING ONE OF HIS LOYAL AGENTS.



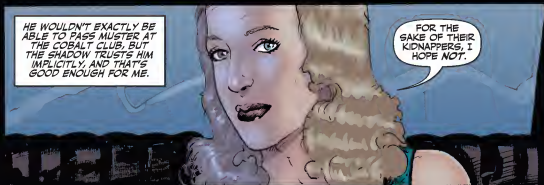
THIS IS A MESSY ONE, EH, MISS LANE?

SO WHAT DO YOU FIGURE? ARE ALL THOSE DAMES DEAD ALREADY?



HE WOULDN'T EXACTLY BE ABLE TO PASS MUSTER AT THE COBALT CLUB, BUT THE SHADOW TRUSTS HIM IMPLICITLY, AND THAT'S GOOD ENOUGH FOR ME.

FOR THE SAKE OF THEIR KIDNAPPERS, I HOPE NOT.








YOU EVER REGRET IT, MISS LANE?  
GETTING MIXED UP WITH HIM, I MEAN.  
AND NOT SETTLING DOWN LIKE A,  
WELL, LIKE A **REGULAR** LADY.

NO  
OFFENSE.

SHREVVY, I'LL  
TAKE THAT AS A  
COMPLIMENT.



REGRET? NO, NOT  
REALLY. SURE, I **COULD**  
HAVE BEEN MARRIED OFF  
TO SOME BANKER OR  
LAWYER, GOTTEN FAT  
AND LAZY, AND  
**BORING**.


BUT LIFE WITH  
"HIM," AS YOU SO  
DELICATELY PUT IT,  
OFFERS SO MUCH  
**MORE**. THINGS  
WOULD HAVE BEEN  
EASIER AND SAFER  
OTHERWISE, SURE,  
BUT WITH HIM  
I CAN--



**CREAK**



SPEAK OF  
THE DEVIL AND HE  
ARRIVES--

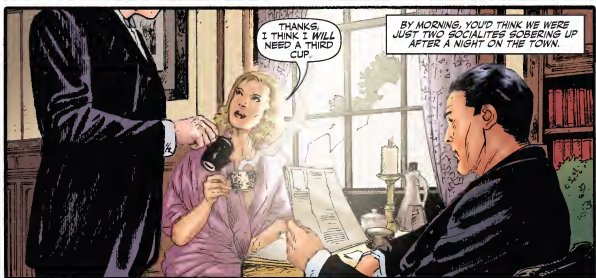


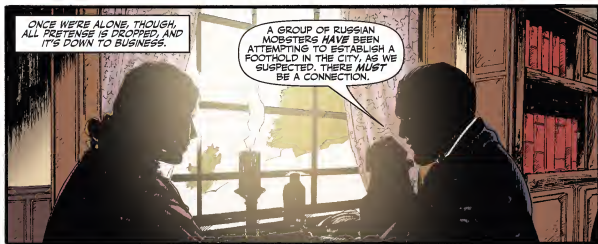
HE DID NOT  
POSSESS **ALL** OF  
THE INFORMATION THAT  
WE REQUIRED, BUT  
ENOUGH TO PUT THE  
MYSTERY INTO SOMEWHAT  
CLEARER FOCUS.

HOME,  
SHREVVY. THERE  
IS STILL MUCH  
WORK TO BE DONE  
TONIGHT.



**BORING? NOT HARDLY.**

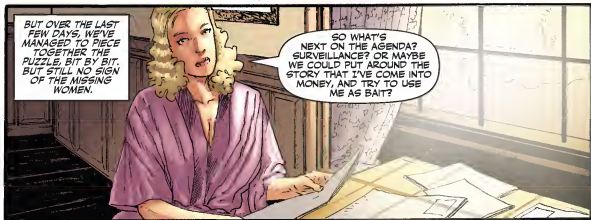














SHREVVY AND I ARE JUST TWO OF THE SHADOW'S AGENTS. ONLY HE KNOWS JUST HOW MANY PEOPLE HE HAS WORKING FOR HIM.



THERE ARE AT LEAST A DOZEN I KNOW OF, HERE IN NEW YORK AND ELSEWHERE. MEN AND WOMEN WHO ARE AT THE SHADOW'S BECK AND CALL.



I OFTEN WONDER WHY SOME OF THEM WORK FOR HIM. NO, PERHAPS "WORK" ISN'T THE RIGHT WORD. MORE LIKE SERVE.

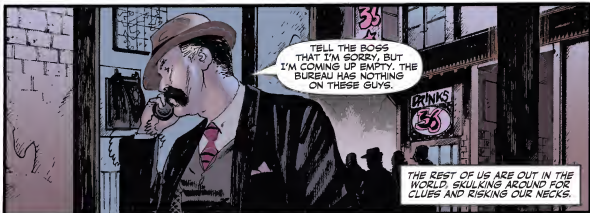


BUT WHATEVER THEIR INDIVIDUAL REASONS, SERVE HIM THEY DO, AND WITHOUT QUESTION.



OF ALL THE AGENTS, BURBANK IS THE ONE I'VE TALKED WITH MOST, AND WHO I KNOW THE LEAST ABOUT.

GO AHEAD, MARQUETTE.



TELL THE BOSS THAT I'M SORRY, BUT I'M COMING UP EMPTY. THE BUREAU HAS NOTHING ON THESE GUYS.

THE REST OF US ARE OUT IN THE WORLD, SKULKING AROUND FOR CLUES AND RISKING OUR NECKS.

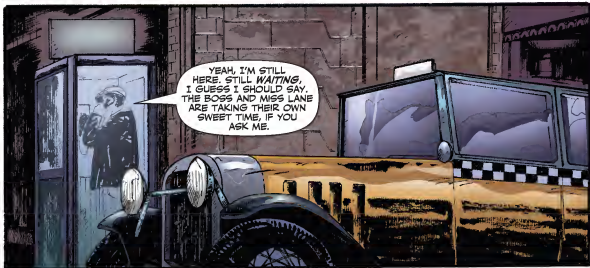


WHILE BURBANK SITS IN A LITTLE ROOM SOMEWHERE LIKE A SPIDER IN HIS WEB, PASSING INFORMATION BACK AND FORTH LIKE OUR OWN PRIVATE TELEPHONE OPERATOR.

SO NOTED, BURBANK, OUT.

**CLICK**

SHREVVY, ARE YOU STILL THERE?



YEAH, I'M STILL HERE. STILL WAITING, I GUESS I SHOULD SAY. THE BOSS AND MISS LANE ARE TAKING THEIR OWN SWEET TIME, IF YOU ASK ME.

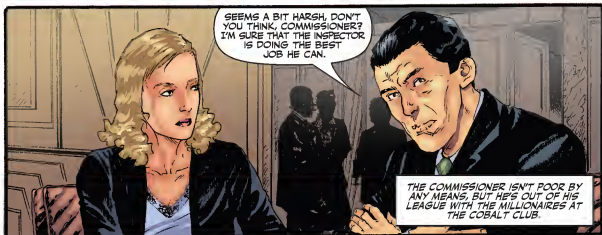
THE SHADOW HAS OTHER CONTACTS ON THE POLICE FORCE, BUT COMMISSIONER WESTON IS USUALLY THE EASIEST TO MANAGE.

FOR YEARS, HE REFUSED TO ADMIT THAT THE SHADOW EVEN EXISTED. I WONDER WHAT HE'D SAY IF HE KNEW HE WAS FEEDING THE SHADOW INFORMATION ALL ALONG?



—SO I TOLD CARDONA, EITHER YOU SOLVE THIS CASE, OR YOU'RE FIRED.

SEEMS A BIT HARSH, DON'T YOU THINK, COMMISSIONER? I'M SURE THAT THE INSPECTOR IS DOING THE BEST JOB HE CAN.



THE COMMISSIONER ISN'T POOR BY ANY MEANS, BUT HE'S OUT OF HIS LEAGUE WITH THE MILLIONAIRES AT THE COBALT CLUB.

AND THAT'S WHY HE LOOKS TO HIS "GOOD FRIEND" LAMONT CRANSTON TO KEEP HIM FROM BEING SHOWN THE DOOR.



DO YOU REALLY THINK SO? I HADN'T REALLY CONSIDERED—

DON'T WORRY ABOUT IT FOR ANOTHER MOMENT.

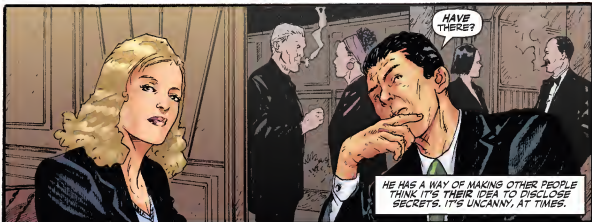
BUT I HAVE TO AGREE, THIS KIDNAPPING BUSINESS IS A PUZZLING ONE.







WELL, I PROBABLY SHOULDN'T EVEN MENTION IT, BUT THERE HAVE BEEN SOME INTERESTING DEVELOPMENTS IN THE CASE.



HAVE THERE?

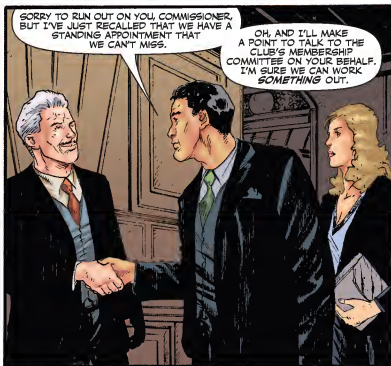
HE HAS A WAY OF MAKING OTHER PEOPLE THINK IT'S THEIR IDEA TO DISCLOSE SECRETS. IT'S UNCANNY, AT TIMES.



CARDONA TELLS ME THAT--

AND JUST LIKE THAT, THE COMMISSIONER TELLS US EVERYTHING HE KNOWS, INCLUDING THE DETAILS OF A BOTCHED RANSOM DELIVERY THAT HADN'T YET BEEN MADE PUBLIC KNOWLEDGE.

THE LOCATION OF THE DELIVERY--IN THE DOCKLANDS--WAS THE ONE MISSING PIECE OF INFORMATION WE NEEDED.



SORRY TO RUN OUT ON YOU, COMMISSIONER, BUT I'VE JUST RECALLED THAT WE HAVE A STANDING APPOINTMENT THAT WE CAN'T MISS.

OH, AND I'LL MAKE A POINT TO TALK TO THE CLUB'S MEMBERSHIP COMMITTEE ON YOUR BEHALF. I'M SURE WE CAN WORK SOMETHING OUT.



HOLLYWOOD MISSED OUT WHEN HE DECIDED TO DEVOTE HIS LIFE TO FIGHTING CRIME. HE WOULD HAVE MADE ONE HECK OF AN ACTOR.



WITH THE KEY BIT OF INFORMATION  
WE'D BEEN LACKING, IT'S A SIMPLE  
MATTER TO DETERMINE JUST WHERE  
THE KIDNAPPERS ARE HOLED UP.




TOOK US LESS THAN AN  
HOUR TO FIND THE PLACE.



NOW YOU TAKE ME, FOR  
INSTANCE. I'M USED TO  
SITTING AROUND ALL DAY,  
WAITING ON A FARE.




BUT A CLASSY  
DAME LIKE YOU  
PROBABLY NEVER  
WAITS FOR MUCH.  
IF YOU DON'T MIND  
ME SAYING, MISS  
LANE.



HOW DOES THE OLD  
POEM GO, AGAIN?

"THEY ALSO  
SERVE WHO  
ONLY STAND  
AND WAIT."



BUT SHREVVY'S RIGHT. DESPITE MYSELF,  
I SOMETIMES WISH I WAS OUT THERE  
WITH HIM, IN THE THICK OF IT.



AND THAT TERRIFIES ME  
MORE THAN ANYTHING.

SO WHILE SHREVVY AND I SERVE BY STANDING  
AND WAITING, HE GOES TO WORK.



I CAN PICTURE IT NOW. THEY'LL TRY TO FIGHT  
BACK, THINKING THAT THEY OUTNUMBER HIM, SO  
THEY MUST HAVE THE ADVANTAGE.



BUT IT NEVER  
WORKS OUT  
THAT WAY.

WHERE  
ARE THEY?  
TELL ME!



I-IN ROOM.  
THERE.

PUT THEM  
IN ROOM.







ONCE THE SHADOW HAS CLEARED OUT,  
HE HAS SHREVVY PLACE AN ANONYMOUS  
CALL TO INSPECTOR CARDONA.

IN NO TIME, THE KIDNAPPED  
VICTIMS ARE FREED AND ON  
THEIR WAY HOME.

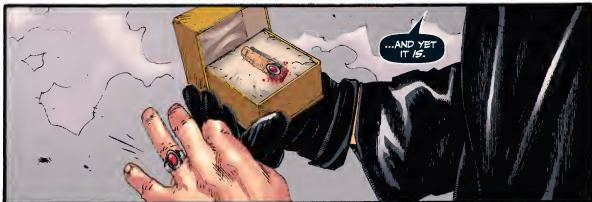
HE'S NOT A  
SENTIMENTAL MAN,  
AND NORMALLY AS  
SOON AS A CASE IS  
CLOSED HE'S  
SPEEDING OFF IN  
PURSUIT OF THE  
NEXT ONE.

BUT HE'S LINGERING THIS TIME  
FOR SOME REASON. LIKE HE'S STILL  
LOOKING FOR SOMETHING.

IT IS  
FREEZING UP  
HERE. CAN WE GO  
ALREADY?







# DYNAMITE®

## IN THE NEWS - NOVEMBER 2013

BILL WILLINGHAM, BESTSELLING WRITER OF FABLES, PRESENTS  
**LEGENDERRY: A STEAMPUNK ADVENTURE EVENT SERIES FROM DYNAMITE**



Dynamite proudly announces *Legenderry: A Steampunk Adventure*, a seven-issue monthly crossover event featuring classic characters of comics and film as reimagined by bestselling writer Bill Willingham (*Fables*). Featuring interior artwork by Sergio Fernandez, Davila, *Legenderry* launches in January featuring covers by celebrated steampunk artist Joe Benitez (*Lady Mechanika*).

"This is a story where I get to have my cake and eat it too," says Bill Willingham. "I get to work with some of my favorite characters from comic books, prose, and film, but also get to create brand new versions of each one of them. That way, I don't have to make a single one of them fit in with all of the past continuity of those characters. I get the best of both situations. Plus, I built an entire new world in which to place those characters. World-building is one of the best parts of adventure storytelling. *Legenderry* is the name of the world, and it is in fact a world peopled with some of the greatest legends of adventure fiction. This is my first-ever foray into the Steampunk genre, so that's another new adventure I get to go on as a writer."

*Legenderry: A Steampunk Adventure* is, as Bill Willingham describes it, "a world in which the great heroes of our stories live in the flesh." The story begins in a massive Victorian-style metropolis, a city protected by Vampirella, the Green Hornet, and Kato. After a scarlet-clad woman of mystery rushes into a bar pursued by assassins, the resulting chaos spreads to other reimagined landscapes ripped from classic comic books, literature, and television, including the wild jungles of *The Phantom*, Flash Gordon's futuristic haven of Landing, aerial combat alongside Captain Victory, and more. The action eventually leads to the monstrous Lindser, an unruly territory both lawless and sinister.

An event series four years in the making, *Legenderry* proves the old adage that "good things come to those who wait." Willingham mined the rich Dynamite Universe for the perfect characters to populate the vast, reimagined landscape of *Legenderry*. In recent months, Willingham has personally

overseen the visual development of the series, courtesy of designs by artist Johnny D., whose artwork has graced numerous Dynamite covers and most recently, the complete *Vampirella Strikes* comic book series. "It was an honor to take some truly timeless characters and make them fit into the steampunk world," says Johnny D. "They all have a great unique base to go off, so it has been a lot of fun working on the designs. I've worked with many of these characters before and look forward to the series."

The cast of *Legenderry* characters changes each issue, as Willingham and Davila steer the action from one dazzling location to the next. Featured characters include Steve Austin of *The Six Million Dollar Man*, the classic pulp duo of Green Hornet and Kato, legendary masked adventurer Zorro, the Dynamite mainstay Vampirella, the beloved superheroes Silver Star and Captain Victory created by Jack Kirby, Flash Gordon and The Phantom from King Features Syndicate, and finally, the swords-and-sorcery icon Red Sonja.

Bill Willingham has been writing, and occasionally drawing, "funnybooks" for close to thirty years, and authors prose fiction as well. He is best known for creating the following comic book series: *Elementals*, *Ironwood*, *Coventry*, *Pantheon*, *Proposition Player*, *Shadowpact*, and — perhaps most notably — the bestselling and long-running DC/Vertigo series, *Fables* and *Fairest*.

"I've personally known Bill Willingham for over three decades, and regard him as one of the most talented, hardworking, and innovative creators in our industry," says Nick Barrucci, CEO and Publisher of Dynamite. "I've been talking with him since 2009 about projects, but between his busy schedule and the explosive success of *Fables* and *Fairest*, we both wanted to wait until we could give the project the full attention it deserves. And Bill wouldn't want to give anything less than 100% of his attention! As time progressed, our many discussions have led to a groundbreaking event, something that will shake up how people view our incredible library of characters. Bill wanted to work in a world without the constraints of continuity, where he could paint broad strokes on a fresh canvas. When the imagination and aesthetics of Steampunk science-fiction became our focus, well — the ideas just began to flow from his mind onto the page. It's my pleasure, both personal and professional, to welcome Bill Willingham to the Dynamite fold, and to welcome everyone with an adventurous spirit to the whimsical world of *Legenderry*."

Joseph Rybandt, Senior Editor of Dynamite, says, "As a longtime fan of Bill's work, it was such a surprise that Nick Barrucci, our CEO and Publisher, had been able to work out a deal to not only create this character crossover, but to include some of our biggest and best company-owned and licensed characters. This is THE kick-off event for comics in 2014. Be there!"

*Legenderry: A Steampunk Adventure* will be solicited in Diamond Comic Distributors' November Previews catalog, the premiere source of merchandise for the comic book specialty market, and slated for release beginning in January 2014. Comic book fans are encouraged to reserve copies of *Legenderry* with their local comic book shop or hobby specialty store. *Legenderry: A Steampunk Adventure* will also be available for individual customer purchase through digital platforms courtesy of Comixology, iVerse, and Dark Horse Digital.

**NEXT ISSUE:**



### ISSUE #20

The Shadow ventures beyond the Iron Curtain, deep into the heart of the Soviet Union, seeking clues to a mystery that reaches back into his own mysterious past, and which threatens to destroy the man he has become.

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YOUR FAVORITE DYNAMITE CHARACTERS AS YOU'VE NEVER SEEN THEM BEFORE!

WILLINGHAM • DAVILLA

# LEGENDERRY

A STEAMPUNK ADVENTURE



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FROM THE CISNER-AWARD-WINNING WRITER OF FABLES, BILL WILLINGHAM!

"This is a story where I get to have my cake and eat it too. I get to work with some of my favorite characters from comic books, prose, and film, but also get to create brand new versions of each one of them.

World-building is one of the best parts of adventure storytelling. Legenderry is the name of the world, and it is in fact a world peopled with some of the greatest legends of adventure fiction." - BILL WILLINGHAM



Johnny Desjardins' designs for (from left to right): The Phantom, Vampirella, Zorro, The Bionic Man, The Green Hornet, Kato, Captain Victory, Red Sonja, and Flash Gordon

# LEGENDERRY™

## A STEAMPUNK ADVENTURE

WRITTEN BY **BILL WILLINGHAM** (FABLES)  
ART BY **SERGIO FERNANDEZ DAVILLA** (RED SONJA)  
COVERS BY **JOE BENITEZ** (LADY MECHANIKA)  
CHARACTER DESIGNS BY  
**JOHNNY DESJARDINS** (VAMPIRELLA)

FOR MORE INFORMATION VISIT [DYNAMITE.COM](http://DYNAMITE.COM)

# A SPECIAL LOOK AT ASH AND THE ARMY OF DARKNESS #1

MY NAME IS ASH  
AND I'M AN IDIOT.

I HAD A LIFE ONCE. I HAD  
A JOB AND A GIRL. HELL, I  
EVEN HAD A REASONABLY  
FUNCTIONAL RIGHT HAND.

THEN I WENT TO THE CABIN  
WHERE AN EVEN BIGGER IDOT  
READ FROM THE BOOK OF  
THE DEAD AND UNLEASHED  
AN ANCIENT EVIL.

I FOUGHT. I LOST MY GIRL.  
LOST MY HAND AND ALMOST  
LOST MY GODDAMN MIND.  
THE FIGHT LANDED ME IN  
1300 AD, BUT I FOUGHT MY  
WAY BACK FROM THAT, TOO.

THAT'S RIGHT, YOU'RE  
LOOKING AT THE  
GUY WHO BEAT THE  
DEADITES AND THE  
BOOK OF THE DEAD.

DON'T ACT LIKE YOU'RE  
NOT IMPRESSED.









**ASH AND THE ARMY OF DARKNESS #1 IN STORES NOW!**

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IF KICK-ASS AND DEADPOOL HAD A BABY, IT WOULD BE

# BADASS #1



**A NEW, MATURE READERS SERIES FROM DYNAMITE!**

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